IN THE CLAIMS

Please amend the claims as follows:

Claims 1-10 (Canceled).

Claim 11 (Currently Amended): A media source ~~(501)~~comprising:

[[- ]]a determination unit configured to determine~~being adapted for determining~~ a play-out time offset and ~~for determining~~ a common play-out time of a media data packet by adding the determined play-out time offset to a current time[[,]]; and

[[- ]]a sending unit configured to send~~being adapted for sending~~ out time-stamped media data packets ~~(511)~~ to one or more receiving media ~~sink(s) (502)~~sinks, ~~the~~a timestamp ~~(512)~~ of a time-stamped media data packet ~~(511) being indicative for said~~indicating the common play-out time of the media data packet.

Claim 12 (Currently Amended): The media source ~~(501)~~ according to claim 11, ~~characterized by~~further comprising:

[[- ]]a sample clock ~~being capable of determining~~configured to determine a sample clock time[[,]]; and

[[- ]]a calculation unit configured to calculate~~being adapted for calculating~~ said current time by reading a global wallclock time ~~(201)~~ only once and adding time periods given by said sample clock to the ~~only once~~ read global wallclock time ~~(201)~~.

Claim 13 (Currently Amended): The media source ~~(501)~~ according to claim 11, ~~which is adapted for sending~~wherein the sending unit is further configured to send out the same media data packets ~~(511)~~ to two or more different receiving media sinks ~~(502)~~.

Claim 14 (Currently Amended): A media sink ~~(502)~~comprising:

a receiving unit configured to receive~~being adapted for receiving~~ time-stamped media data packets ~~(514), in particular from a media source (501) according to claim 11,~~; and

~~being capable of~~a determining unit configured to [[-]] ~~precisely determining~~determine a global wallclock time ~~(201),~~ and [[-]] ~~determining~~ a common play-out time for each received time-stamped media data packet, ~~(514) which is~~ the common play-out time indicated by ~~the~~a timestamp ~~(515)~~ of the time-stamped media data packet ~~(514)~~.

Claim 15 (Currently Amended): The media sink ~~(502)~~ according to claim 14, ~~characterized by~~further comprising:

a buffer ~~which is adapted for storing~~configured to store the media data packets ~~(514)~~ until said common play-out time is reached.

Claim 16 (Currently Amended): A media processing system comprising:

~~characterized by~~

a media source ~~(501)~~ [[-]] ~~being adapted for determining~~configured to determine a play-out time offset and ~~for determining~~ a common play-out time of a media data packet by adding the determined play-out time offset to a current time, and [[-]] ~~being adapted for~~

~~sending~~to send out time-stamped media data packets ~~(511)~~ to one or more receiving media ~~sink(s) (502)~~sinks, ~~the~~a timestamp ~~(512)~~ of a time-stamped media data packet ~~(511) being indicative for said~~indicating the common play-out time of the media data packet; and

a media sink ~~(502) being adapted for receiving~~configured to receive the time-stamped media data packets ~~(514), in particular~~ from said media source ~~(501)~~ and ~~being capable of~~ [[- ]] ~~precisely determining~~to determine a global wallclock time ~~(201),~~ and [[-]] ~~determining~~ a common play-out time for each received time-stamped media data packet, ~~(514) which is~~ the common play-out time indicated by ~~the~~a timestamp ~~(515)~~ of the time-stamped media data packet ~~(514)~~.

Claims 17-26 (Canceled).

Claim 27 (Currently Amended): A method to enable the synchronous play-out of media data packets ~~(511 ), intended for a media source (501)~~, comprising ~~the following steps~~:

[[- ]]determining a play-out time offset and a common play-out time of a media data packet by adding the determined play-out time offset to a current time~~,~~; and

[[- ]]sending out time-stamped media data packets ~~(511), in particular to one or more receiving media sink(s) (502) according to claim 14~~, ~~the~~a timestamp ~~(512)~~ of a time-stamped media data packet ~~being indicative for said~~indicating the common play-out time of the media data packet.

Claim 28 (Currently Amended): The method according to claim 27,

~~characterized by the steps of~~further comprising:

[[- ]]determining a sample clock time~~,~~; and

[[- ]]calculating said current time by reading a global wallclock time ~~(201)~~ only once and adding time periods given by said sample clock to the ~~only once~~ read global wallclock time ~~(201)~~.

Claim 29 (Currently Amended): The method according to claim 27,

~~characterized by the step of~~further comprising:

sending out the same media data packets ~~(511)~~ to two or more different receiving media sinks ~~(502)~~.

Claim 30 (Currently Amended): A method for synchronously playing-out media data packets ~~(514) synchronously,~~ intended for a media sink ~~(502)~~, comprising ~~the following steps~~:

[[- ]]receiving time-stamped media data packets ~~(514), in particular from a media source (501) according to claim 11,~~;

[[- ]]~~precisely~~ determining a global wallclock time ~~(201),~~; and

[[- ]]determining a common play-out time for each received time-stamped media data packet, ~~(514) which is~~ the common play-out time indicated by ~~the~~a timestamp ~~(515)~~ of the time-stamped media data packet ~~(514)~~.

Claim 31 (Currently Amended): The method according to claim 30,

~~characterized by the step of~~further comprising:

storing the media data packets ~~(514)~~ in a buffer until said common play-out time is reached.

Claim 32 (Currently Amended): A method to enable the synchronous play-out of media data packets ~~(511, 514)~~, intended for a media processing system, the method comprising:

~~characterized by~~

~~the steps of~~

[[- ]]determining a play-out time offset and a common play-out time of a media data packet by adding the determined play-out time offset to a current time~~, and~~;

[[- ]]sending out time-stamped media data packets ~~(511), in particular~~ to one or more receiving media ~~sink(s) (502)~~sinks, ~~the~~a timestamp ~~(512)~~ of a time-stamped media data packet ~~being indicative for said~~indicating the common play-out time of the media data packet; ~~and the steps of~~

[[- ]]receiving time-stamped media data packets ~~(514), in particular~~ from a media source ~~(501),~~;

[[- ]]~~precisely~~ determining a global wallclock time ~~(201),~~; and

[[- ]]determining a common play-out time for each received time-stamped media data packet ~~(514), which is~~ the common play-out time indicated by ~~the~~a timestamp ~~(515)~~ of the time-stamped media data packet ~~(514)~~.

Claim 33 (New): A media source comprising:

a sending unit configured to send out time-stamped media data packets, to one or more receiving media sinks, a timestamp of a time-stamped media data packet indicating the time of creation of the time-stamped media data packet;

a determining unit configured to determine a play-out time offset; and

a transmission unit configured to send out the play-out time offset to said one or more receiving media sinks once for said time-stamped media data packets.

Claim 34 (New): The media source according to claim 33, further comprising:

a sample clock determination unit configured to determine a sample clock time;

a global clock determination unit configured to determine a global wallclock time; and

a communications unit configured to send out a control packet, said control packet including two control packet timestamps indicating the same moment in time, the first control packet timestamp measured or defined in time units of said global wallclock time, the second control packet timestamp measured or defined in time units of said sample clock time.

Claim 35 (New): The media source according to claim 34,

wherein the sending unit is further configured such that said timestamp of the time-stamped media data packet indicates the time of creation of said time-stamped media data packet in time units of said sample clock time.

Claim 36 (New): The media source according to claim 33,

wherein said sending unit is configured to send out the same media data packets to two or more different receiving media sinks.

Claim 37 (New): A media sink, comprising:

a receiving unit configured to receive time-stamped media data packets and a play-out time offset from a media source;

a determining unit configured to determine a global wallclock time;

an addition unit configured to determine a common play-out time of a time-stamped media data packet by adding a time indicated by a timestamp of a time-stamped media data packet and said play-out time offset; and

a play-out unit configured to play-out each received time-stamped media data packet when the determined common play-out time of the received time-stamped media data packet is reached.

Claim 38 (New): The media sink according to claim 37, further comprising:

the receiving unit configured to receive a control packet containing a first control packet timestamp indicating a certain moment in time measured or defined in time units of a sample clock time and a second control packet timestamp indicating the same certain moment in time measured or defined in time units of a global wallclock time; and

a conversion unit configured to convert a time indicated by a timestamp of a time-stamped media data packet measured or defined in units of a sample clock time into a time

measured or defined in units of a global wallclock time, based on data of the first and second control packet timestamps.

Claim 39 (New): The media sink according to claim 37, further comprising:

a buffer configured to store media data packets until said common play-out time is reached.

Claim 40 (New): A method for synchronously playing-out media data packets, comprising:

sending out time-stamped media data packets to one or more receiving media sinks, a timestamp of each time-stamped media data packet indicating the time of creation of the respective time-stamped media data packet;

determining a play-out time offset; and

sending out the play-out time offset to said one or more receiving media sinks.

Claim 41 (New): The method according to claim 40, further comprising:

determining a sample clock time;

determining a global wallclock time; and

sending out a control packet to said one or more receiving media sinks, said control packet including two control packet timestamps indicating the same moment in time, the first control packet timestamp measured or defined in time units of said global wallclock time, the second control packet timestamp measured or defined in time units of said sample clock time.

Claim 42 (New): The method according to claim 41, further comprising:

indicating, in the timestamp of a time-stamped media data packet, the time of creation of said time-stamped media data packet in time units of said sample clock time.

Claim 43 (New): The method according to claim 40, further comprising:

sending out the same time-stamped media data packets to two or more different receiving media sinks.